

Meta Analysis

CREATIVE PROJECT: The Original Hipsters: The Naturalistic Work of Romantic Figures Mary Wollstonecraft Shelley and Percy Bysshe Shelley

STUDENT: Ben Richardson

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Content

The goal of this CRPR 698 creative project was to investigate the 19th century European movement known as Romanticism. I wanted to look at its leaders and its main pillars of philosophy and how they were created and influenced by the era's society. Gender was also an important subject for the study as I was curious as to how the period was for both men and women.

The project became more focused on the literary duo of Mary and Percy Bysshe Shelley. The two Romantic leaders had not only an active influence over society while alive but they were also able to create a long lasting legacy through their writing that still has a influence over the world today.

Through further investigation into the Shelleys and the movement they helped create, I saw many similarities in the trends that dominated Romanticism and ones that have become popular today. I honed in on topics such as nature, vegetarianism, and humans' spot in the universe and how the Shelleys discussed these in their publications. While on the surface it seems the two share the same

feelings, there are several fine nuances that are important to note. Their differences in ideology made for some interesting discoveries.

Design

The presentation for this project was just as important, if not more important, than the actual research and content. It was my goal to create a platform that was slightly different than the usual way historians present their work. Historians tend to stick to traditional publishing methods when attempting to share their work. They submit shorter pieces to academic journals and write entire books for longer studies. However, there has been a newer trend that sees historians choosing a more technological route known as digital history. Websites, apps, and even video games have become a few of the new ways historians have begun to share their research. Traditionalists have criticized the new ways as unprofessional and detrimental to the profession. I believe that there is a way to utilize the pros of both the old and new methods to create a project that can be helpful to all historians.

While creating my project I wanted to make a kind of “interactive research paper.” In theory, the information would be presented in almost the same way as a classic essay in an academic journal complete with content, citations, and sources. The difference comes in to play with interactive components such as pop-up clickable citations, hyperlinks to sources and additional articles, and an interactive timeline for biographical information. While my finished product leans more to the website side of this spectrum, I still think it shows all historians there is a new easy way to share research with the world.

This type of presentation is also quick and easy for people to learn despite their level of technological expertise. I am far from a pro when it comes to coding and website design but with the help of templates and free programs it made the process much easier. I think the idea of coding is what stops a lot of historians from making the jump to newer methods but I hope this project is proof that anyone can adapt the new practices and still create a fresh, informative, interactive, and original product.

All together, I am happy with the final result of my project. I was able to investigate the Shelleys' work and show how it influenced the ideals of Romanticism and eventually the future. If it were not for classics such as *Frankenstein* and *Prometheus Unbound*, then Romanticism and current world ideologies could have been very different.